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## BS2\_GetUserStatistic

[+ 2.8.3] Gets the user-related statistics that the device has.

### Declaration

```
#include "BS_API.h"

int BS2_GetUserStatistic(void* context, uint32_t deviceId, BS2UserStatistic*
userStatistic);
```

[See BS2UserStatistic Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device Id
- [Out] *userStatistic* : Pointer to store user-related statistics

### Return Value

If successfully done, BS\_SDK\_SUCCESS will be returned. If there is an error, the corresponding error code will be returned.

### Sample Code (C++)

[sample\\_getuserstatistic.cpp](#)

```
BS2UserStatistic statistic = { , };
int sdkResult = BS2_GetUserStatistic(context_, id, &statistic);
if (BS_SDK_SUCCESS != sdkResult)
{
    printf("BS2_GetUserStatistic call failed: %d", sdkResult);
    return;
}

printf("numUsers:%u", statistic.numUsers);
```

```
printf("numCards:%u", statistic.numCards);
```

## Sample Code (C#)

[sample\\_getuserstatistic.cs](#)

```
BS2UserStatistic statistic;
Console.WriteLine("Trying to get user statistic");
BS2ErrorCode sdkResult =
(API.BS2_GetUserStatistic(sdkContext, deviceID, out
statistic));
if (sdkResult != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", sdkResult);
    return;
}

Console.WriteLine("numUsers : {0}", statistic.numUsers);
Console.WriteLine("numCards : {0}", statistic.numCards);
```

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